

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~striketrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

Please CANCEL claims 8-10, 19-21, 29-31, 37-39, 47-49 and 58-60 in accordance with the following:

1. (ORIGINAL) A hidden line processing method for avoiding projection of lines hidden by a plurality of polygons in projecting a three-dimensional model consisting of the polygons onto a two-dimensional plane, comprising the steps of:

obtaining the maximum value PZ_{max} of the Z-axis direction component of each vertex in a viewpoint coordinate system for each of the plurality of polygons belonging to parts constituting the three-dimensional model;

sorting the plurality of polygons in a descending order based on the obtained maximum values PZ_{max} ;

obtaining a value LZ_{min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system of two (2) end points of an arbitrary line obtained from the plurality of polygons; and

comparing the maximum value PZ_{max} of the Z-axis direction component of the plurality of polygons with the value LZ_{min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order, wherein

at the time when $LZ_{min} \geq PZ_{max}$, determination of whether or not the lines are hidden lines is avoided for polygons subsequent to the plurality of polygons sorted.

2. (ORIGINAL) The hidden line processing method according to claim 1, wherein, for the plurality of polygons belonging to the arbitrary part, each of their normal vectors has a component in the opposite direction against the direction of the line of sight from the viewpoint of the viewpoint coordinate system.

3. (ORIGINAL) A hidden line processing method for avoiding projection of lines hidden by a plurality of polygons in projecting a three-dimensional model consisting of the polygons onto a two-dimensional plane, comprising the steps of;

for a priority polygon group including a predetermined number of polygons obtained in the order of large projection area made when each of a plurality of polygons constituting a three-dimensional model is projected onto a two-dimensional plane, and for a plurality of polygon groups constituting a part to which a line undergoing determination to be a hidden line or not, in the order of the priority polygon group and the plurality of polygon groups constituting the part,

obtaining the maximum value PZ_{max} of the Z-axis direction component of each vertex in a viewpoint coordinate system for each of the plurality of polygons;

sorting the plurality of polygons in a descending order based on the obtained maximum values PZ_{max} ;

obtaining a value LZ_{min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system, of two (2) end points of an arbitrary line obtained from the plurality of polygons; and

comparing the maximum value PZ_{max} of the Z-axis direction component of the plurality of polygons with the value LZ_{min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order, wherein

at the time when $LZ_{min} \geq PZ_{max}$, determination of whether or not the lines are hidden lines is avoided for polygons subsequent to the plurality of polygons sorted.

4. (ORIGINAL) The hidden line processing method according to claim 1, wherein the arbitrary line is a side common to polygons adjacent to each other, of which the angle formed by respective normal vectors is not equal or close to 0° .

5. (ORIGINAL) The hidden line processing method according to claim 1, further comprising the steps of;

defining an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determining whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erasing hidden line portions on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

6. (ORIGINAL) The hidden line processing method according to claim 3, wherein the arbitrary line is a side common to polygons adjacent to each other, of which the angle

formed by respective normal vectors is not equal or close to 0° .

7. (ORIGINAL) The hidden line processing method according to claim 3, further comprising the steps of;

defining an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determining whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erasing hidden line portions on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

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11. (ORIGINAL) The hidden line processing method according to claim 1, further comprising the steps of;

determining the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determining the common side as an internal line when the value in the Z-axis direction of any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

excluding the line determined as an internal line from the target of the arbitrary lines.

12. (ORIGINAL) The hidden line processing method according to claim 3, further comprising the steps of;

determining the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determining the common side as an internal line when the value in the Z-axis direction of

any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

excluding the line determined as an internal line from the target of the arbitrary lines.

13. (ORIGINAL) The hidden line processing method according to claim 11, wherein the normal vectors of the plurality of polygons belonging to the arbitrary part have components in the opposite direction against the direction of the line of sight from the viewpoint in the viewpoint coordinate system.

14. (ORIGINAL) The hidden line processing method according to claim 12, wherein the normal vectors of the plurality of polygons belonging to the arbitrary part have components in the opposite direction against the direction of the line of sight from the viewpoint in the viewpoint coordinate system.

15. (ORIGINAL) The method for determining an internal line according to claim 11, further comprising the step of:

determining the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a vertex of a polygon of the two polygons is in the other polygon, when the value in the Z-axis direction of a vertex of a polygon is larger than the value in the Z-axis direction of a vertex of the other polygon and when the direction of the normal vector of the polygon is negative.

16. (ORIGINAL) The method for determining an internal line according to claim 12, further comprising the step of:

determining the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a vertex of a polygon of the two polygons is in the other polygon, when the value in the Z-axis direction of a vertex of a polygon is larger than the value in the Z-axis direction of a vertex of the other polygon and when the direction of the normal vector of the polygon is negative.

17. (ORIGINAL) The method for determining an internal line according to claim 11, further comprising the step of:

determining the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a portion of a side of one of the two polygons is hidden by the other polygon and when the direction of the normal vector of the other polygon is negative.

18. (ORIGINAL) The method for determining an internal line according to claim 12, further comprising the step of:

determining the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a portion of a side of one of the two polygons is hidden by the other polygon and when the direction of the normal vector of the other polygon is negative.

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22. (ORIGINAL) An information processing apparatus for creating a two-dimensional image by projecting a three-dimensional model consisting of a plurality of polygons onto a two-dimensional plane, comprising:

a memory storing a program for processing of avoiding projecting of lines hidden by the polygons, and program data;

program executing and controlling unit executing reading out of the program stored in the memory; and

a display apparatus for outputting and displaying a two-dimensional image created by the program executed and controlled by the program executing and controlling means, wherein

the program executing and controlling means, according to the program and based on the program data stored in the memory, obtains the maximum value PZ_{\max} of the Z-axis direction component of each vertex in a viewpoint coordinate system for each of the plurality of polygons belonging to parts constituting the three-dimensional model;

sorts the plurality of polygons in a descending order based on the obtained maximum

values PZ_{\max} ;

obtains a value LZ_{\min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system of two (2) end points of an arbitrary line obtained from the plurality of polygons;

compares the maximum value PZ_{\max} of the Z-axis direction component of the plurality of polygons with the value LZ_{\min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order; and

at the time when $LZ_{\min} \geq PZ_{\max}$, executes a process for avoiding determination of whether or not the lines are hidden lines for polygons subsequent to the plurality of polygons sorted.

23. (ORIGINAL) The information processing apparatus according to claim 22, wherein, for the plurality of polygons belonging to the arbitrary part, each of their normal vectors has a component in the opposite direction against the direction of the line of sight from the viewpoint of the viewpoint coordinate system.

24. (ORIGINAL) An information processing apparatus for creating a two-dimensional image by projecting a three-dimensional model consisting of a plurality of polygons onto a two-dimensional plane, comprising:

a memory storing a program for processing of avoiding projecting of lines hidden by the polygons, and program data;

program executing and controlling unit executing reading out of the program stored in the memory; and

a display apparatus for outputting and displaying a two-dimensional image created by the program executed and controlled by the program executing and controlling means, wherein

the program executing and controlling means, according to the program and based on the program data stored in the memory,

for a priority polygon group including a predetermined number of polygons obtained in the order of large projection area made when each of a plurality of polygons constituting a three-dimensional model is projected onto a two-dimensional plane, and for a plurality of polygon groups constituting a part to which a line undergoing determination to be a hidden line or not; and

in the order of the priority polygon group and the plurality of polygon groups constituting the part,

obtains the maximum value PZ_{\max} of the Z-axis direction component of each vertex in a

viewpoint coordinate system for each of the polygons;

sorts the plurality of polygons in a descending order based on the obtained maximum values PZ_{\max} ;

obtains a value LZ_{\min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system, of two (2) end points of an arbitrary line obtained from the plurality of polygons;

comparing the maximum value PZ_{\max} of the Z-axis direction component of the plurality of polygons with the value LZ_{\min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order, and

at the time when $LZ_{\min} \geq PZ_{\max}$, executes a process for avoiding determination of whether or not the lines are hidden lines for polygons subsequent to the plurality of polygons sorted.

25. (ORIGINAL) The information processing apparatus according to claim 22, wherein

the arbitrary line is a side common to polygons adjacent to each other, of which the angle formed by respective normal vectors is not equal or close to 0° .

26. (ORIGINAL) The information processing apparatus according to claim 22, wherein the program executing and controlling means, according to the program, further;

defines an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determines whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erases hidden line portions of a line on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

27. (ORIGINAL) The information processing apparatus according to claim 24, wherein

the arbitrary line is a side common to polygons adjacent to each other, of which the angle formed by respective normal vectors is not equal or close to 0° .

28. (ORIGINAL) The information processing apparatus according to claim 24, wherein the program executing and controlling means, according to the program, further;

defines an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determines whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erases hidden line portions of a line on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

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32. (ORIGINAL) The information processing apparatus according to claim 22, wherein the program executing and controlling means further:

determines the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determines the common side as an internal line when the value in the Z-axis direction of any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

excludes the line determined as an internal line from the target of the arbitrary lines.

33. (ORIGINAL) The information processing apparatus according to claim 24, wherein the program executing and controlling means further:

determines the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determines the common side as an internal line when the value in the Z-axis direction of any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

excludes the line determined as an internal line from the target of the arbitrary lines.

34. (ORIGINAL) The information processing apparatus according to claim 32, wherein

the normal vectors of the plurality of polygons belonging to the arbitrary part have components in the opposite direction against the direction of the line of sight from the viewpoint in the viewpoint coordinate system.

35. (ORIGINAL) The information processing apparatus according to claim 32, wherein the program executing and controlling means, according to the program, further:

determines the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a vertex of a polygon of the two polygons is in the other polygon, when the value in the Z-axis direction of a vertex of a polygon is larger than the value in the Z-axis direction of a vertex of the other polygon and when the direction of the normal vector of the polygon is negative.

36. (ORIGINAL) The information processing apparatus according to claim 32, wherein the program executing and controlling means further:

determines the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a portion of a side of one of the two polygons is hidden by the other polygon and when the direction of the normal vector of the other polygon is negative.

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40. (ORIGINAL) A program executed and controlled in an information processing apparatus for creating a two-dimensional image by projecting a three-dimensional model consisting of a plurality of polygons onto a two-dimensional plane, the program being operable to execute a process for avoiding projecting of lines hidden by the polygons, the program comprising the steps of causing program executing and controlling means to, based on program

data stored in a memory:

obtain the maximum value PZ_{\max} of the Z-axis direction component of each vertex in a viewpoint coordinate system for each of the plurality of polygons belonging to parts constituting the three-dimensional model;

sort the plurality of polygons in a descending order based on the obtained maximum values PZ_{\max} ;

obtain a value LZ_{\min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system of two (2) end points of an arbitrary line obtained from the plurality of polygons;

compare the maximum value PZ_{\max} of the Z-axis direction component of the plurality of polygons with the value LZ_{\min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order; and

at the time when $LZ_{\min} \geq PZ_{\max}$, execute a process for avoiding determination of whether or not the lines are hidden lines for polygons subsequent to the plurality of polygons sorted.

41. (ORIGINAL) The program according to claim 40, wherein, for the plurality of polygons belonging to the arbitrary part, each of their normal vectors has a component in the opposite direction against the direction of the line of sight from the viewpoint of the viewpoint coordinate system.

42. (ORIGINAL) A program executed and controlled in an information processing apparatus for creating a two-dimensional image by projecting a three-dimensional model consisting of a plurality of polygons onto a two-dimensional plane, the program being operable to execute a process for avoiding projecting of lines hidden by the polygons, the program comprising the steps of causing program executing and controlling means to, based on program data read out from a memory:

for a priority polygon group including a predetermined number of polygons obtained in the order of large projection area made when each of a plurality of polygons constituting a three-dimensional model is projected onto a two-dimensional plane, and for a plurality of polygon groups constituting a part to which a line undergoing determination to be a hidden line or not; and

in the order of the priority polygon group and the plurality of polygon groups constituting the part,

obtain the maximum value PZ_{\max} of the Z-axis direction component of each vertex in a

viewpoint coordinate system for each of the polygons;

sort the plurality of polygons in a descending order based on the obtained maximum values PZ_{\max} ;

obtain a value LZ_{\min} that is the smaller of the Z-axis direction components in the viewpoint coordinate system, of two (2) end points of an arbitrary line obtained from the plurality of polygons;

compare the maximum value PZ_{\max} of the Z-axis direction component of the plurality of polygons with the value LZ_{\min} that is the smaller of the above obtained Z-axis direction components of the arbitrary line, in the sorted order, and

at the time when $LZ_{\min} \geq PZ_{\max}$, execute a process for avoiding determination of whether or not the lines are hidden lines for polygons subsequent to the plurality of polygons sorted.

43. (ORIGINAL) The program according to claim 40, wherein the arbitrary line is a side common to polygons adjacent to each other, of which the angle formed by respective normal vectors is not equal or close to 0° .

44. (ORIGINAL) The program according to claim 42, wherein the arbitrary line is a side common to polygons adjacent to each other, of which the angle formed by respective normal vectors is not equal or close to 0° .

45. (ORIGINAL) The program according to claim 40, wherein the program further causes the program executing and controlling apparatus to:

define an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determine whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erase hidden line portions of a line on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

46. (ORIGINAL) The program according to claim 42, wherein the program further causes the program executing and controlling apparatus to:

define an inclusive circle including vertices of the polygon when each of the plurality of polygons is projected onto a two-dimensional plane;

determine whether a portion of an arbitrary line is present in the inclusive circle corresponding to the polygon for the polygons for which determination of whether or not the line is an internal line is not avoided; and

erase hidden line portions of a line on the two-dimensional plane when the portion of the arbitrary line is present in the inclusive circle.

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50. (ORIGINAL) The program according to claim 40, wherein the program further causes the program executing and controlling means to:

determine the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determine the common side as an internal line when the value in the Z-axis direction of any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

exclude the line determined as an internal line from the target of the arbitrary lines.

51. (ORIGINAL) The program according to claim 42, wherein the program further causes the program executing and controlling means to:

determine the value in the Z-axis direction of the normal vector belonging to each of the two polygons having a ridge line or an contour line of the three-dimensional model as a common side;

determine the common side as an internal line when the value in the Z-axis direction of any of the normal vectors of the two polygons is zero (0) or less based on the determination of the directions of the normal vectors; and

exclude the line determined as an internal line from the target of the arbitrary lines.

52. (ORIGINAL) The program according to claim 50, wherein the normal vectors of the plurality of polygons belonging to the arbitrary part have

components in the opposite direction against the direction of the line of sight from the viewpoint in the viewpoint coordinate system.

53. (ORIGINAL) The program according to claim 51, wherein the normal vectors of the plurality of polygons belonging to the arbitrary part have components in the opposite direction against the direction of the line of sight from the viewpoint in the viewpoint coordinate system.

54. (ORIGINAL) The program according to claim 50, wherein the program further causes the program executing and controlling means to:
determine the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a vertex of a polygon of the two polygons is in the other polygon, when the value in the Z-axis direction of a vertex of a polygon is larger than the value in the Z-axis direction of a vertex of the other polygon and when the direction of the normal vector of the polygon is negative.

55. (ORIGINAL) The program according to claim 51, wherein the program further causes the program executing and controlling means to:
determine the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a vertex of a polygon of the two polygons is in the other polygon, when the value in the Z-axis direction of a vertex of a polygon is larger than the value in the Z-axis direction of a vertex of the other polygon and when the direction of the normal vector of the polygon is negative.

56. (ORIGINAL) The program according to claim 50, wherein the program further causes the program executing and controlling means to:
determine the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a portion of a side of one of the two polygons is hidden by the other polygon and when the direction of the normal vector of the other polygon is negative.

57. (ORIGINAL) The program according to claim 51, wherein the program further causes the program executing and controlling means to:

determine the common side as an internal line when the senses of the values in the Z-axis direction of the normal vectors respectively belonging to each of the two polygons are different from each other based on the determination of the directions of the normal vectors, when a portion of a side of one of the two polygons is hidden by the other polygon and when the direction of the normal vector of the other polygon is negative.

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